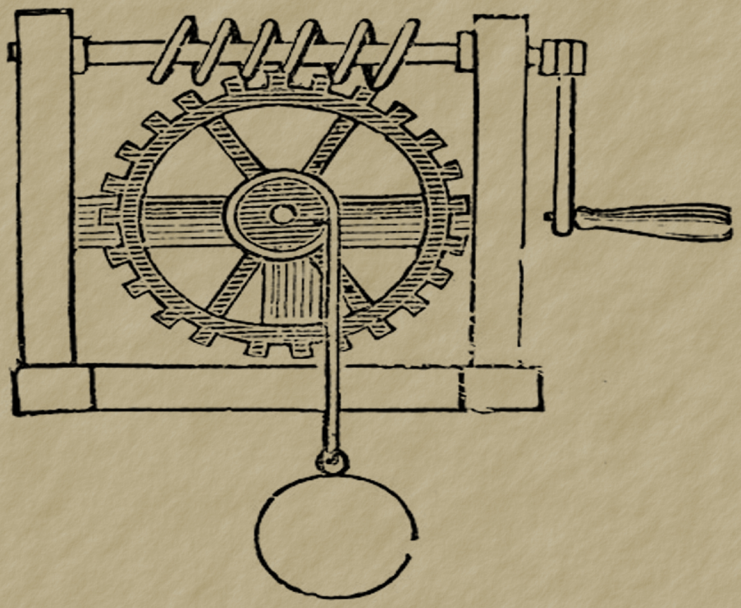
MORGALAD

Fantasy RPG

CONVERSION MANUAL



THE UNOFFICIAL GUIDE TO CONVERTING CONTENT TO MORGALAD

Compatible with Dungeons and Dragons 3rd ed. & D20 System Games

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Introduction	Converting a Character
This booklet is intended to help you preserve the best of your favorite characters as you move through the worlds of Morgalad. Various tables and formulas are provided to inform you of how to properly convert your old Dungeons and Dragons characters and creatures to be used in the Morgalad Fantasy Role Playing Game.	Seeing as these converted characters are not standard Morgalad RPG Player Characters it is recommended that a prefix of Specialist be added to the characters profession. To help distinguish the difference between Native Morgalad Player Characters and Converted Morgalad Player Characters. Also D&D Character classes will be converted over to Morgalad Character Professions. (Ie. Fighters & Paladins are Labeled as Warriors by profession. Clerics & Druids are Priests, Magic-users & Necromancers are Magi, and Bards & Thieves are now Rogues.)

Hit Points to Health

(4D6x6) + (1D6 x D&D Level)

Energy

(4D6x4) + (1D6 x D&D Level)

Level and Experience

D&D 3.5 XP	Morgalad Level & Exp.
0	Level 1 - 1,000 Exp.
4,000	Level 2 - 2,000 Exp.
8,000	Level 3 - 4,000 Exp.
16,000	Level 4 - 8,000 Exp.
22,000	Level 5 - 12,000 Exp.
38,000	Level 6 - 16,000 Exp.
50,000	Level 7 - 18,000 Exp.
65,000	Level 8 - 20,000 Exp.
75,000	Level 9 - 24,000 Exp.
95,000	Level 10 - 30,000 Exp.
105,000	Level 11 - 36,000 Exp.
135,000	Level 12 - 42,000 Exp.
150,000	Level 13 - 50,000 Exp.
175,000	Level 14 - 58,000 Exp.
200,000	Level 15 - 65,000 Exp.

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Abilities to Attributes

Terminology

D&D 3.5 Ability	Morgalad Attribute
Strength	Power
Dexterity	Finesse
Constitution	Essence
Intelligence	Knowledge
Wisdom	Consciousness
Charisma	Allure

Numerics

D&D 3.5 Ability Score	Morgalad Attribute
1 - 4	-3
5 - 7	-2
8 - 10	-1
11 - 14	0
15 - 17	+1
18 – 20	+2
21 - 24	+3
25 - 27	+4

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Attacks

D&D 3.5 BAB	Morgalad Attack
D20 -	3d6 + 2
+1	3d6 + 3
+2	3d6 + 4
+3	3d6 + 5
+4	4d6
+5	4d6 +1
+6	4d6 + 2
+7	4d6 + 3
+8	4d6 +4
+9	4d6 +5
+10	5d6
+11	5d6 +1
+12	5d6 + 2
+13	5d6 +3
+14	5d6 + 4
+15	5d6 + 5
+16	6d6
+17	6d6 + 1
+18	6d6 + 2
+19	6d6 + 3

Damages

D&D Damage Dice	Morgalad Damage
D6	D6
D8	D6 + 2
D10	D6 + 4
D12	2D6
D20	3D6 + 2

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Defenses

D&D 3.5 AC	Morgalad Defense
10	12
11	13
12	14
13	15
14	16
15	17
16	18
17	19
18	20
19	21
20	22
21	23
22	24
23	25
24	26
25	27

Feats & Spells to Abilities

Feat and spell descriptions and effects remain the same the following table appends energy costs to them and a corresponding Power Tier.

D&D Spell/Feat Level	Morgalad Tier	Energy Cost
Level 1	Tier 0	15 Energy
Level 2 - 5	Tier 1	25 Energy
Level 6 - 10	Tier 2	35 Energy
Level 11- 15	Tier 3	45 Energy

Skills to Abilities

Skills from D&D 3.5 move to the abilities section any bonuses to Skills becomes a bonus to the challenge rolls associated with said new ability.

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Rogue Skills to Abilities

D&D 3.5 Percentage	Morgalad Ability Roll
0 - 15%	3d6 vs Challenge Score
16 - 30%	3d6+1 vs Challenge Score
21 - 45%	3d6+2 vs Challenge Score
46 - 60%	3d6+3 vs Challenge Score
61 - 75%	3d6+4 vs Challenge Score
76 - 90%	3d6+6 vs Challenge Score
91 - 100%	3d6+6 vs Challenge Score

Saving Throws to Base 8

Terminology

D&D 3.5 Saving Throw	Morgalad Ability Equivalent
Fortitude	Fortitude
Reflex	Reflex
Will	Will

Numerics

In Dungeons and Dragons 3.5 and subsequent d20 system games you move your pre-existing saving throw bonus over to their corresponding Morgalad Base 8 Ability.

From The Creator

I hope you've enjoyed this simple set of tools to carry over your favorite characters and creatures from D&D to Morgalad. I've really had a great time making them. If you'd like to contribute or just voice any comments or concerns on our current or upcoming product lines be sure to visit our website at www.morgalad.com or our facebook page https://www.facebook.com/MorgaladRPG

Thank you from the Worlds of Morgalad,
John R.L. McNabb

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